Application or Docket Number POC 92 00/0085 US/ PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 **CLAIMS AS FILED - PART I** OTHER THAN **SMALL ENTITY** (Column 1) (Column 2) TYPE [OR SMALL ENTITY TOTAL CLAIMS RATE FEE RATE FEE NUMBER EXTRA BASIC FEE 355.00 BASIC FEE 710.00 FOR NUMBER FILED OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR 0 minus 3 = INDEPENDENT CLAIMS X40= **X80=** OR MULTIPLE DEPENDENT CLAIM PRESENT +270= +135= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN **SMALL ENTITY** (Column 1) //-/-04 **SMALL ENTITY** OR (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-NUMBER PRESENT REMAINING RATE TIONAL RATE TIONAL **PREVIOUSLY** AFTER **EXTRA** FÉE FEE PAID FOR **AMENDMENT** X\$18= Total Minus X\$ 9= OR Minus ind pendent X80= X40= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL TOTAL ADDIT, FEE يبب ADDIT. FEE (Column 3) (Column 2) (Column 1) HIGHES CLAIMS ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE 3 **PREVIOUSLY AFTER EXTRA** AMENDMENT FEE FEE PAID FOR AMENDMENT ÷, X\$18= Minus X\$ 9= Total OR Minus Independent X40= -X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +270= +135= OR TOTAL OR ADDIT. FEE ADDIT, FEE (Column 3) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-PRESENT NUMBER REMAINING TIONAL RATE TIONAL RATE **PREVIOUSLY** DMENT AFTER EXTRA PAID FOR FEE <u>FLE</u> **AMENDMENT**

If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

Minus

Minus

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

OR

OR

OR

X\$ 9=

X40=

+135=

ADDIT. FEE

X\$18=

X80=

+270=

ADDIT. FEE

TOTAL

(BA

Total

Independent